

**METHOD AND SYSTEM FOR**  
**APPLICATION SPECIFIC PACKET FORWARDING**

**Abstract of the Disclosure**

The present invention provides a method and system handling information  
5 exchange through networks 102 to 110 for interactive information exchange, especially  
for interactive Internet based game show. At least one server 120 and a plurality of client  
machines 130 to 146 are connected through the networks 102 to 110. First, the server 120  
receives subscription messages from a subset of said client machines 130 to 146. By  
receiving the subscription messages from the client machines 130 to 146 the provider of  
10 the particular program knows which users want to participate in the program. In response,  
the server 120 composes a request message offering predetermined response options,  
whereby corresponding response messages are returned through said networks 102 to 110  
in one or more packets. In parallel, packet forwarding rules are set up in said networks  
102 to 110 specifying a particular treatment for said returned packets dependent on said  
15 predetermined response options. Finally, the server sends the request message to the  
subset of client machines. (Fig. 1)